

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:

- a game result display device for performing a predetermined display relating to a game result;
- a game value providing device for providing a game value advantageous to a player when a predetermined game result is displayed on the game result display device; and
- a display control device for executing display control of the game result display device;

the game result display device comprising:

- a first display device in a form of at least one reel operative to rotate about an axis of rotation;
- a second display device disposed in front of the first display device when the gaming machine is viewed from a front side thereof, the second display device being in a form of a liquid crystal display panel;
- a third display device disposed in front of the first display device when the gaming machine is viewed from the front side, the third display device being in a form of another liquid crystal display panel, the second and third display device being facially opposed to one another with the third display device being disposed between the first and second display device;

wherein,

- the second display device includes at least one transparent display area operative between a transparent condition for transparently displaying the display of the first display device through the second display device and a non-transparent condition;
- the third display device includes at least one display shielding area for selectively shielding the display of the first display device, the at least one display shielding area corresponding to the at least one transparent display area;
- the at least one display shielding area of the third display device is controllably switched to either a view-inhibition state in which the display of the first display device is shielded to prevent or inhibit viewing of the first display

device through the second display device regardless if the at least one transparent area of the second display device is in the transparent condition or the non-transparent condition or a viewing state in which the display of the first display device is transparently displayed for viewing through the second display device via the third display device when the at least one transparent display area of the second display device is in the transparent condition; and

~~the third display device is disposed in front of the first display device and is disposed between the first and second display device.~~

2. (Canceled)

3. (Previously Presented) The gaming machine according to claim 1, wherein a plurality of the transparent display areas of the second display device and a plurality of the display shielding areas of the third display device are provided.

4. (Original) The gaming machine according to claim 1, wherein the second display device and the third display device are provided in one-piece construction.

5. (Previously Presented) The gaming machine according to claim 1, wherein the display control device includes a third display device controller for controlling the display of the third display device, the third display device is controlled so that the at least one display shielding area shields the display of the first display device so that the player is prevented or inhibited from viewing the display of the first display device.